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1   From entry to access: how shareability comes about
Eva Hornecker, Paul Marshall, Yvonne Rogers
August 2007   DPPI '07: Proceedings of the 2007 conference on Designing pleasurable products and interfaces
Publisher: ACM

Full text available: 📄 Pdf (862.89 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 236, Citation Count: 2

Shareability is a design principle that refers to how a system, interface, or device engages a group of collocated, co-present users in shared interactions around the same content (or the same object). This is broken down in terms of a set of components ...

2   Token+constraint systems for tangible interaction with digital information
Brygg Ullmer, Hiroshi Ishii, Robert J. K. Jacob
March 2005   **Transactions on Computer-Human Interaction (TOCHI)** , Volume 12 Issue 1
Publisher: ACM

Full text available: 📄 Pdf (3.96 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 275, Citation Count: 23

We identify and present a major interaction approach for tangible user interfaces based upon systems of tokens and constraints. In these interfaces, tokens are discrete physical objects which represent digital information. Constraints are confining regions ...

Keywords: Tangible interfaces, token+constraint interfaces

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3 SpeechSkimmer: a system for interactively skimming recorded speech

Barry Arons

March 1997   **Transactions on Computer-Human Interaction (TOCHI)** , Volume 4 Issue 1

Publisher: ACM

Full text available: Pdf (1.03 MB)   Additional Information: full citation, abstract, references, cited by, index terms, review

Bibliometrics: Downloads (6 Weeks): 23, Downloads (12 Months): 120, Citation Count: 46

Listening to a speech recording is much more difficult than visually scanning a document because of the transient and temporal nature of audio. Audio recordings capture the richness of speech, yet it is difficult to directly browse the stored information. ...

Keywords: audio browsing, interactive listening, nonspeech audio, speech as data, speech skimming, speech user interfaces, time compression

4 Two-handed virtual manipulation

Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell

September 1998   **Transactions on Computer-Human Interaction (TOCHI)** , Volume 5 Issue 3

Publisher: ACM

Full text available: Pdf (1.32 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 331, Citation Count: 28

We discuss a two-handed user interface designed to support three-dimesional neurosurgical visualization. By itself, this system is a "point design," an example of an advanced user interface technique. In this work, we argue that in order ...

Keywords: bimanual asymmetry, haptic input, input devices, three-dimensional interaction, two-handed interaction, virtual manipulation

5 Class notes: don't be a WIMP: (http://www.not-for-wimps.org)

Johannes Behr, Dirk Reiners

August 2008   **SIGGRAPH '08:** SIGGRAPH 2008 classes

Publisher: ACM

Full text available: Mov (93:28 MIN), Pdf (6.40 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 48, Downloads (12 Months): 370, Citation Count: 0

Virtual and augmented reality have been around for a long time, but for most people they are movie fantasies. Very few people outside a few research labs have worked with or experienced these systems for themselves. On the other hand, interactive 3D ...

6 Multiple decoupled interaction: An interaction design approach for groupware interaction in co-located virtual environments

Victor Bayon, Gareth Griffiths, John R. Wilson

March 2006 **International Journal of Human-Computer Studies** , Volume 64 Issue 3

Publisher: Academic Press, Inc.

Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation Count: 0

Interactive visualizations such as virtual environments and their associated input and interface techniques have traditionally focused on localized single-user interactions and have lacked co-present active collaboration mechanisms where two or more ...

7 Fitts' law and expanding targets: Experimental studies and designs for user interfaces

Michael J. McGuffin, Ravin Balakrishnan

December 2005 **Transactions on Computer-Human Interaction (TOCHI)** , Volume 12 Issue 4

Publisher: ACM

Full text available: Pdf (2.12 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 34, Downloads (12 Months): 338, Citation Count: 8

Recently, there has been renewed interest in techniques for facilitating the selection of user interface widgets or other on-screen targets with a pointing device. We report research into using *target expansion* for facilitating selection. Widgets ...

Keywords: Empirical evaluation, Fitts' law, expanding targets, expansion, growing targets, interaction design, interaction modeling, target magnification, widget design

8 The usability of everyday technology: emerging and fading opportunities

Marianne Graves Petersen, Kim Halskov Madsen, Arne Kjær

June 2002 **Transactions on Computer-Human Interaction (TOCHI)** , Volume 9 Issue 2

Publisher: ACM

Full text available: Pdf (612.33 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 27, Downloads (12 Months): 225, Citation Count: 11

Current work in the field of usability tends to focus on snapshots of use as the basis for evaluating designs. However, giving due consideration to the fact that everyday use of technology involves a process of evolution, we set out to investigate how ...

Keywords: TV set, activity theory, case study, design, development in use, domestic technology, usability

9 Interaction Design and Children

Juan Pablo Hourcade

April   **Foundations and Trends in Human-Computer Interaction** , Volume 1
2008   Issue 4
Publisher: Now Publishers Inc.
Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation Count: 0

Children are increasingly using computer technologies as reflected in¾ reports of computer use in schools in the United States. Given the¾ greater exposure of children to these technologies, it is imperative that they be designed taking into account ...

10 A comparison of rehabilitation robotics languages and software

William S. Harwin, Ray G. Gosine, Zunaid Kazi, David S. Lees, John L. Dallaway

March   **Robotica** , Volume 15 Issue 2
1997
Publisher: Cambridge University Press
Additional Information: full citation, abstract, references

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation Count: 1

There is a wide diversity in the functioning and programming of robots designed and programmed to assist individuals with disabilities. The planning and structure of four rehabilitation robot implementations is presented. The first is the CURL language ...

Keywords: CURL language, MUSIIC language, Rehabilitation robotics, RoboGlyph, Software

11 Data Sonification for Users with Visual Impairment: A Case Study with Georeferenced Data

Haixia Zhao, Catherine Plaisant, Ben Shneiderman, Jonathan Lazar

May   **Transactions on Computer-Human Interaction (TOCHI)** , Volume 15
2008   Issue 1
Publisher: ACM
Full text available: Pdf (1.05 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 387, Citation Count: 0

We describe the development and evaluation of a tool, iSonic, to assist users with visual impairment in exploring georeferenced data using coordinated maps and tables, augmented with nontextual sounds and speech output. Our in-depth case studies with ...

Keywords: Interactive sonification, auditory user interfaces, information seeking, universal usability, users with visual impairment

12 DENIM: an informal web site design tool inspired by observations of practice

Mark W. Newman, James Lin, Jason I. Hong, James A. Landay

September 2003   **Human-Computer Interaction** , Volume 18 Issue 3

Publisher: L. Erlbaum Associates Inc.

Full text available: Pdf (3.50 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 38,   Downloads (12 Months): 58,   Citation Count: 1

Through a study of Web site design practice, we observed that designers employ multiple representations of Web sites as they progress through the design process and that these representations allow them to focus on different aspects of the design. In ...

13 Current practice in measuring usability: Challenges to usability studies and research

Kasper Hornbæk

February 2006   **International Journal of Human-Computer Studies** , Volume 64 Issue 2

Publisher: Academic Press, Inc.

Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): n/a,   Downloads (12 Months): n/a,   Citation Count: 10

How to measure usability is an important question in HCI research and user interface evaluation. We review current practice in measuring usability by categorizing and discussing usability measures from 180 studies published in core HCI journals and proceedings. ...

Keywords: Usability, Usability Engineering, User-centered design

14 Communications of the ACM: Volume 51 Issue 6

June 2008   Communications of the ACM

Publisher: ACM

Full text available: Digital Edition , Pdf (8.89 MB)   Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 411,   Downloads (12 Months): 2857,   Citation Count: 0

15 Computing curricula 2001

CORPORATE The Joint Task Force on Computing Curricula

September 2001   **Journal on Educational Resources in Computing (JERIC)** , Volume 1 Issue 3es

Publisher: ACM

Full text available: Html (2.78 KB), Pdf (613.63 KB)   Additional Information: full citation, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 135,   Downloads (12 Months): 1276,   Citation Count: 25

16 Integrating the Wii controller with enJine: 3D interfaces extending the frontiers of a didactic game engine

João Bernardes, Ricardo Nakamura, Daniel Calife, Daniel Tokunaga, Romero Tori

February 2009

Computers in Entertainment (CIE), Volume 7 Issue 1

Publisher: ACM

Full text available: Pdf (2.07 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 114,   Downloads (12 Months): 182,   Citation Count: 0

The goal of the work described here is to integrate a 3D input device, the Wii controller, and enJine, a didactic engine, motivated by the growing use of 3D interfaces. This article discusses how this increases enJine's didactic and technological potential, ...

Keywords: 3D user interfaces, Game engine

17 The conductor interaction method

Dorothy Rachovides, James Walkerdine, Peter Phillips

December 2007

Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP), Volume 3 Issue 4

Publisher: ACM

Full text available: Pdf (2.21 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 17,   Downloads (12 Months): 132,   Citation Count: 0

Computers have increasingly become part of our everyday lives, with many activities either involving their direct use or being supported by one. This has prompted research into developing methods and mechanisms to assist humans in interacting with computers ...

Keywords: Human-computer interaction, gaze- and gesture-based interfaces

18 The Simple Virtual Environment Library: An Extensible Framework for Building VE Applications

G. Drew Kessler, Doug A. Bowman, Larry F. Hodges

April 2000

Presence: Teleoperators and Virtual Environments, Volume 9 Issue 2

Publisher: MIT Press

Additional Information: full citation, abstract, references, cited by

Bibliometrics: Downloads (6 Weeks): n/a,   Downloads (12 Months): n/a,   Citation Count: 5

As virtual environment (VE) technology becomes accessible to (and affordable for) an ever-widening audience of users, the demand for VE applications will increase. Tools that assist and facilitate the development of these applications, therefore, will ...

19 Human centred design of 3-D interaction devices to control virtual environments

Harshada Patel, Oliver Stefani, Sarah Sharples, Hilko Hoffmann, Ioannis Karaseitanidis, Angelos Amditis

March 2006 **International Journal of Human-Computer Studies** , Volume 64 Issue 3

Publisher: Academic Press, Inc.

Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation Count: 3

It is commonly acknowledged that user needs should drive design, but often technical influences prevail. Currently, there are no standard interaction devices or interfaces used in 3-D environments, and there is a lack of specific best practice guidelines ...

20 Handheld devices for applications using dynamic multimedia data

Binh Pham, On Wong

June 2004 **GRAPHITE '04:** Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia

Publisher: ACM

Full text available: Pdf (209.86 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 23, Downloads (12 Months): 117, Citation Count: 2

Growing demand for ubiquitous and pervasive computing has triggered a sharp rise in handheld device usage. At the same time, dynamic multimedia data has become accepted as core material which many important applications depend on, despite intensive costs ...

Keywords: collaborative, computer graphics, handheld devices, image processing, multimedia

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